

***FlyBy Math™* Alignment**  
**Maine Mathematics Grade Level Expectations Spring 2004**

**Cluster 1 – Numbers and Operations**

**A. Numbers and Number Sense**

<b>Grade Level Expectations</b>	<b><i>FlyBy Math™</i> Activities</b>
M1A3.7 Apply concepts of ratios in practical or other mathematical situations.	--Apply mathematics to solving distance, rate, and time problems for aircraft conflict scenarios.  --Use graphs to compare airspace scenarios for both the same and different starting conditions and the same and different constant (fixed) rates.

**B. Computation**

<b>Grade Level Expectations</b>	<b><i>FlyBy Math™</i> Activities</b>
M1B2.7 Create, solve, and justify the solution for multi-step, real-life problems with whole numbers, fractions (including mixed numerals), decimals, and percents.	--Apply mathematics to solving distance, rate, and time problems for aircraft conflict scenarios.

**Cluster 2 – Shape and Size**

**E. Geometry**

<b>Grade Level Expectations</b>	<b><i>FlyBy Math™</i> Activities</b>
M2E3.7 Use a coordinate system to define and locate position.	--Plot points on a schematic of a jet route, on a vertical line graph, and on a Cartesian coordinate system to describe the motion of two airplanes.

**Cluster 4 - Patterns**

**G. Patterns, Relations, and Functions**

<b>Grade Level Expectations</b>	<b><i>FlyBy Math™</i> Activities</b>
M4G3.7. Solve problems involving linear patterns in the form of tables, graphs, words, rules or equations using rational numbers (including signed values).	--Use tables, graphs, and equations to solve aircraft conflict problems.  --Represent distance, speed, and time relationships for constant speed cases using tables, bar graphs, line graphs, equations, and a Cartesian coordinate system.